



COMMODORE 64

GAME FEATURES

- Magical arcade adventure



SPECTRUM



AMSTRAD

- Follow Dirk's quest to rescue the princess from the clutches of the evil dragon

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CBM
64/128

COMMODORE 64/128

DRAGONS LAIR



MASSIVE
No.1 HIT



£2.99
UNPAID

DRAGONS LAIR

Long ago in a magical land a great king named Asterius ruled a peaceful kingdom. Now his kingdom has many features, but its greatest asset was Princess Caprine, the King's only child. Brave knights and handsome princes came from afar just to pay her court for she was a maiden of exceeding beauty and grace.

But although all they felt and pleased most ardently for her hand, Princess Caprine refused them all. For her heart had long been given to another. Dirk the Daring, the King's champion and bravest knight.

Then one dark day, Sirge an evil dragon who ruled over a shadowed land appeared in Asterius's kingdom and demanded that the King deliver up the kingdom and people to him. When Asterius refused Sirge's vile demand, the monster kidnapped the beautiful Caprine and imprisoned her in a crystal sphere in the horrid dungeons beneath his enchanted castle. Sirge then sent Asterius this message:

Rescue my kingdom before the setting sun or your beloved daughter will perish. Asterius and all the people of the kingdom were plunged into despair. So except for Dirk and those who go to the enchanted castle and free the Princess, if he could survive the dragon's many perils. If he could reach the Dragon's Lair.

SPECTRUM VERSION:

Special instructions for Dragons Lair multi-tape games. Please note that when prompted to save tape drive and save do not do this just save the tape. Spectrum also inserts with a cassette disk cassette and tape counter should read the counter at 000 at this stage. Watch playing the game. Spectrum also inserts with a disk cassette and tape counter should read to counter position 000 then stop the tape if prompted by the game. Spectrum 12 users and users without a tape counter should read to the beginning of the tape when prompted by the game.

LOADING INSTRUCTIONS

| | | |
|---------------------|---------|------------------|
| Spectrum | LOAD | SHIFT & RUN/STOP |
| Commodore 64 (Cass) | LOAD | CONTROL & ENTER |
| Commodore 64 (Disk) | CONTROL | CONTROL & ENTER |
| Amstrad (Cass) | CONTROL | CONTROL & ENTER |
| Amstrad (Disk) | CONTROL | CONTROL & ENTER |

SCORING

As you advance through the enchanted dungeons, you earn points for vanquishing foes, overcoming obstacles, finding treasure and conquering dungeon rooms. Watch your score indicate. You will earn bonus Disk (disk) level after completing the weapons room and one Disk for each screen completed. After that up to a maximum of five Disk (you will read them). To reach your high score of the day, just press the spacebar when on the title screen and you will be able to put in your name.

DRAGON LAIR SCREENS

| | |
|-------------------------|------------------------------|
| 1 THE FALLING DISK | 6 THE TENTACLE ROOM |
| 2 SOUL HALLWAY | 7 THE SECOND DISK |
| 3 THE BURNING ROOMS | 8 THE DEXTERITY CHECKERBOARD |
| 4 THE WEAPONS ROOM | 9 SLAYING THE DRAGON |
| 5 RAMPS AND GOODY GOONS | |

CONTROLS

SPECTRUM: COMMODORE 64/128 AND AMSTRAD/COMMODORE

Time: Keyboard at position may be used simultaneously

| | | |
|-------------|--------------------|-----------|
| Keyboard | Joystick | Move left |
| Left | Move right | |
| Right | Move up | |
| Up | Move down | |
| Down | Fire | |
| Fire | Charge/Secret/Jump | |
| Secret/Jump | Jump on Giddy Gosh | |

SPECIAL KEYS AND JOYSTICK MOVEMENT

When playing the Ramps and Goody Goons screen you will need to press SPACEBAR to jump from ramp to ramp in Soul Hallway, the Weapons Room and the Tentacle Room. The joystick, as long as the correction is the correct line. The correct stick at the wrong time will be ignored. If you hold the joystick in anticipation at a move it will be ignored, resulting in losing a life. It is very important in this game.

COMMODORE 64/128 AND SPECTRUM

To use your sword just press L to draw and slash with the sword (at the correct time). You always have your sword with you except on the final screen when you will need to collect it from the top of the cliff before playing the dragon.

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GUARANTEE

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included. & for any reason you have difficulty in running the program, and believe that the product is defective, please return it directly to the following address:

Customer Services Dept
Elite Systems Limited
Anchor House
Anchor Road
Aldridge
Walsall
Telex 336130 ELITE G

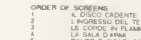
Our Quality Control Department will test the product and supply an immediate replacement at no extra cost. Please note that this does not effect your statutory rights.

ISTRUZIONI DI CARICAMENTO

Sp. "M"
Commissaria da ICHS SpT-1 RUNSTON
Semestrale da ICHS LUCY M

PUNTEGGIO Adesso vi arrecherete alla
sua casa, ammirando i preziosi trofei in
del punteggi.

Quattrocento punti avrà l'hoce estrag
completate dopo di che fino ad un massimo
Per raggiungere il vostro alto punteggio de
e potete quindi battere tutti i vostri le



COMMANDI

SPECTRUM COMMODORE 64/128 E AM

E possiede una tastiera a cinque gruppi:

1) tasti Cioche

2) tasti Sirena

3) tasti Mancia

| | | |
|---|-------|-------|
| M | So | Monte |
| G | Gau | Monte |
| L | Floca | Monte |
| | Monte | Monte |

Nell'ingresso del lussuoso nella Sala d'Arme a

COMMODORE 64/128 E SPECTRUM
Per usare la spada premere il tasto **F** per di-
sporre con voi stesso sullo schermo l'ala di

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